MARIO BROS.®

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System™Mario Bros.® Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

You can play alone, or team up with a friend as Mario and Luigi tackle this underground adventure together. There are plenty of cagey critters to conquer -- turtles, crabs and fireflies, to mention a few. You'll progress through endless levels of challenge collecting gold coins and building your score as you go.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

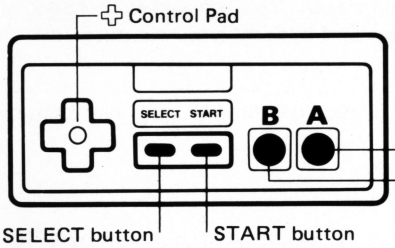
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

Nintendo of America, Inc.
©1986 Nintendo

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For playing alone.
Controller 2 – For second player in 2 player games.

Controller 1/Controller 2

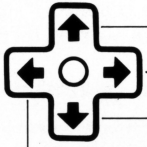


A button
He Jumps.

B button
Not Used.

Control Pad

Moves Mario or Luigi



*Select and Start Buttons Are Not Used on Controller 2.

SELECT and START buttons are functional on **Controller 1 ONLY.**

SELECT button

Press this button during the demonstration sequence to recall the game menu.

Press this button again to move the asterisk (*) to the game you wish to select:

1-Player game A – Beginner
1-Player game B – Expert
2-Player game A – Beginners
2-Player game B – Experts

The Select button will not work once the game has begun.

START button

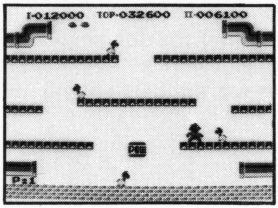
Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

* The Top score will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off.
* Use Controller 1 for 1 Player games.
* Use Controller 1 and 2 for 2 Player games.

3. HOW TO PLAY



All sorts of characters (turtles, crabs and fighter flies) come out of the pipes. You can knock them over by punching them from below, but that only stuns them. To get rid of them for good you then have to kick them. Freezies and fireballs also come at you with all kinds of attacks.

*Only Mario appears in the 1 player game. Both Mario and Luigi appear in the 2 player game.

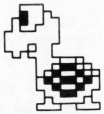
Team play: Here you cooperate with each other.
One player punches the enemy down, and the other finishes him off by kicking him. The game proceeds quickly and you can expect a high score. This is the perfect game for players that are good at team work.

Competition: Ruin the other player's plans and play tricks on him.
Make your opponent get killed by a bad guy: When your opponent attempts to kick a fallen bad guy, punch from below and help the bad guy up . . . or send your opponent flying toward a bad guy by punching him from below or pushing him. (If you get pushed, escape by jumping.)

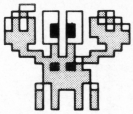
Characters

Mario

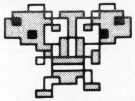
Luigi
(For 2 player game)



Turtle



Crab



Fighter Fly

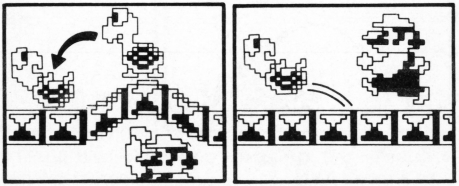
Fireball

Freezie

Coin

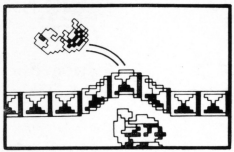
How do you play?

The game involves punching the bad guys that fly out of the pipe and then kicking them. When the bad guys are punched, they fall over backwards and remain stunned for a certain period of time. After that, however, they get up (if you let them) and renew their attack even faster because they are mad at you.



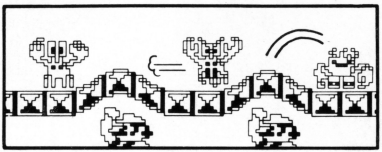
Techniques

Turtle



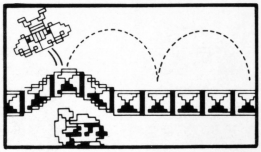
- Down after 1 punch.

Crab



- Irked after the first punch, it goes down after the second.

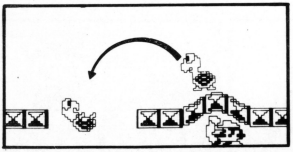
Fighter Fly



- Punch it just as it lands. Down after 1 punch.

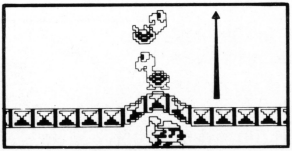
Note: A downed character gets up if punched from below. If the character gets up on its own it moves even faster than before. The last remaining character also moves extra fast.

Punching from behind



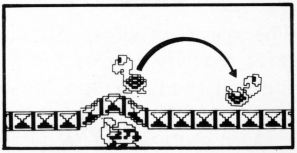
- Knocks the character down to a lower level.

Punching from below

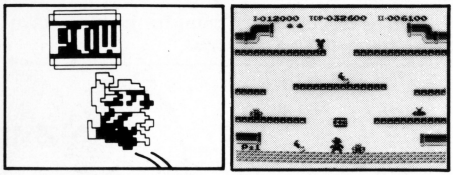


- Repeat-punching keeps the character from advancing.

Punching from ahead

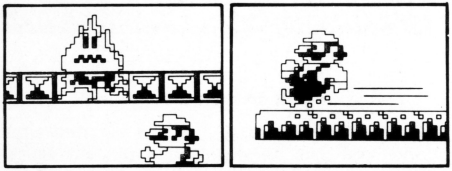


- The turtle is temporarily thrown back.

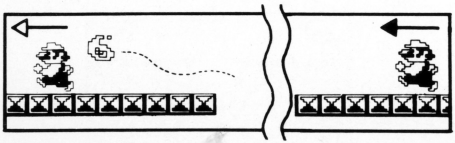


- Punch the POW and the characters on all the floors are knocked over. They will get up eventually, so be careful. Things like fire balls disappear.

  Note: The POW disappears after it is hit 3 times.



- The freezies attempt to freeze the floors. Once frozen,Mario (and Luigi) will slip and can't stop very easily. Punch the freezies early to break them up.

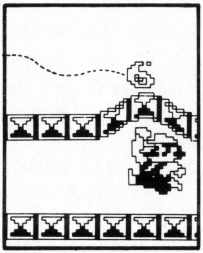


- Mario (and Luigi) can walk through the left edge of the screen to reappear on the right, and vice versa.

Scoring

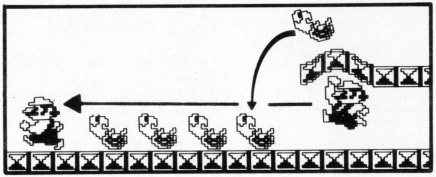
*** Extinguishing fireballs**

Punch the fireballs when they hit the floor and get high scores. Beware! Revived red fireballs are very dangerous!



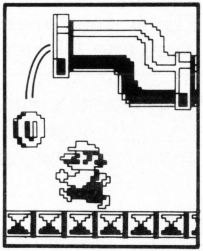
*** Successive kicking**

You get special high scores for kicking down several bad guys in a row.



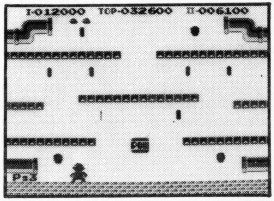
*** Grabbing the coins**

Earn points by grabbing the coins that come out of the pipe when a character is kicked down!



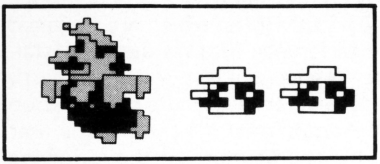
*** Test your skill on the bonus round.**

Grab all the coins within the allotted time and you will be awarded a perfect score bonus on top of the regular coin points!

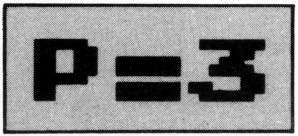


Extra points ..... When your score passes 20,000, you will be given an extra Mario (or Luigi).

Beware! ..... Mario (or Luigi) disappears if he bumps into or is hit by a bad guy (including fireballs and freezies). When all Marios (or Luigis) are used up, the game ends.



Phase numbers ..... After each round, the phase number is indicated in the lower left corner of the screen. You can compete to see who gets the highest phase number or the highest score!



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820 – 150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98052 U.S.A.

PRINTED IN JAPAN